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Rebel Assault II
previewed



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- Six Challenging courses, including the Oxfordshire Kiawah Island and Carnoustie links.
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- New live commentary from Peter Alliss and BBC Commentator Alex Hay.
- Superb Motion Capture.
- Driving range, putting green and comprehensive shot type selection.
- Playstation Pro 8½ out of ten.
- Total Playstation 92%.
- Playstation Power 9 out of Ten



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Lucas Arts strikes back with a new line of games and your in for the usual great game-play and mind blowing graphics.

Two of their classics hit the PlayStation, and we look at the legacy that is Star Wars.™

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the net... Some of the hottest sites from the super highway.

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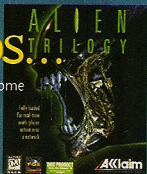
play...

Ready for action? We have 11 pages of previews for the games released this month. See page 18 for a full list.

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hints & tips...

If you can't win, cheat! We have some of the hottest shortcuts and some downright dirty fixes for all kinds of platforms and games from Alien Trilogy to Daytona USA.



34 top score

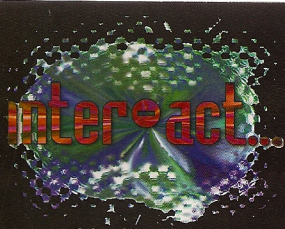
Score some great gear on our competition page.



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In the Pipeline

Myth breaking new ground

Myth is likely to break a few of the set rules as one of the more detailed strategy games to hit the PC market. It's a real time strategy game dispensing with the basic building gameplay of Command and Conquer. Instead it focuses on detailed battles - set in a fantasy world. Designers have used an impressive 3D engine to view the action.



As well as looking good, the 3D allows for detailed physics. Explosions will ripple through the ground, throwing objects into the air. Rocks roll down hills and missiles bounce off buildings. It's all very impressive.

The detailed landscapes will also affect the gameplay of Myth. Speed of units will be affected by the terrain, large objects provide cover, rivers can be splashed across and units on high ground can shoot further. Snow, ash, and rain will be implemented using

3D particle effects and will put out fires and preserve footprints of passing units. The weather and seasons will also change during the game.

The 3D engine boasts real lighting effects with shadows on the ground and reflections in water.

The camera can be moved all over the landscape allowing for some of the most flexible viewing opportunities ever seen in a strategy game.

Multi-player options will be extensively supported by Myth. Cross platform, TCP/IP networking should ensure that the majority of gamers can play against human opponents.

There will be specifically designed multi-player maps featuring capture the flag, assassin, and king of the hill scenarios. Written in Java, monster characteristics and rules of netgames are just some of the aspects which gamers will be able to alter.

Shining the Holy Ark

As the newest addition to the well-known "Shining" series, "Shining the Holy Ark" provides all the engaging role playing of a classic RPG with real-time fighting sequences adding an element of action to the gameplay.

The Sega website (www.sega.com) is featuring a special "Shining the Holy Ark" section in which visitors can receive background information on the game and previous titles in the Shining series.



character and battle gear descriptions and an RPG event calendar.

Visitors can also enter the on-line contest to win a copy of the game and exclusive strategy guide information from the game producer.

Set in the kingdom of Enrich, gamers assume the role of Arthur, a mercenary soldier summoned by the king to capture Rodi, a renegade ninja, in the mines of the Mountain of Desire.

Along with Melody and the conjurer Forte, Arthur sets forth to capture Rodi. When the mine suddenly collapses, the group is rescued by mysterious forces, and they learn their true mission - to solve the mystery of the Holy Ark and save Enrich.

Making their way through the intricate labyrinth networks, murky enchanted forests, frozen mountain passes and haunted ruins, players must face multiple enemies and battles.



Magic: The Gathering Online

Players of Magic: The Gathering for the PC now have a chance to match wits with some of the world's top professional Magic players, as well as game creator, Richard Garfield.

Wizards of the Coast has created new digital decks



(.dek files) that can be downloaded and used by players to either play for, or against, the computer's AI. These decks have been crafted by top ranked players in the \$1,000,000 Magic Pro Tour.

The Magic: The Gathering Pro Tour is the premier professional tournament circuit, open to the world's top Magic: The Gathering players by invitation only.

The Pro Tour features five stops at various international locations and culminates with the World Championships in Seattle, Washington. A total of one million dollars in cash prizes is awarded to top players during the circuit season.

The Pro players' decks are now available at <http://www.gathering.net>, the official home of Magic: The Gathering for the PC on the Internet.

Online Quake comics - Issue Four released

'Dank' and 'Scud' are the monikers of both a couple of die-hard Quakers (Michael Houston and Andrew

Warrington in real life) who regularly deathmatch, and two very lovable characters of a comic book series, 'The Adventures of Dank and Scud' created by



the players of the same name.

It's taken a while, but issue four has now been published on the official Dank and Scud website. 'The Adventures of Dank and Scud' follows the pair, living in the realm of Quake, who spend most of their time gibbering the local monster presence, and philosophizing (well, attempting to anyway). Dank's the level-headed one who seems to play more of a father-figure to the gung-ho, 'I wonder what this button does' maniac of a marine, Scud.

The comic panels are all entirely created by using scenes and 3D objects from the game, giving it that unbeatably authentic and atmospheric look. The humor is first-rate, and the stories quite wonderfully compelling. Each issue improved upon the last, with Issue 3 actually introducing a much-loved character from the early nineties: the original space marine from Doom fitted in his well-remembered bright fluorescent green apparel. The tie-ins that the authors think up connecting the two classics of their genre is wildly entertaining, and deserves highest praise. A real nostalgia trip for the people who have been there since the beginning.

All four issues are available for free download on their website at <http://www.quakecomics.qc.ca>.

QUEST 64

Our here next year is the first adventure role playing game (RPG) for the Nintendo 64 platform.

"Quest 64."

Players are transported to a vast, fully explorable 3D world of magic and mystery.

As the game's hero Shanjaque players gain special powers through combat and character interaction, guarding humankind by manipulating the four spirits in nature - air, water, earth and fire.

Other features include hundreds of characters, including two companions, countless spells and iso-lated combat. ☺



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Zoom in...



With the help of New Zealand Pelican PC a solution to connect everyone in your office to the Internet has arrived...

One that keeps you from configuring modems in each computer, competing for phone lines, and juggling multiple Internet accounts. But you don't want to spend a fortune on complex equipment and expensive maintenance. Apex has created the next generation Internet access solution with your needs in mind. TEAM Internet gives you all the hardware and software you need for shared Internet access - all in one integrated solution.

This box provides simultaneous Internet Access For All Users. TEAM Internet connects directly to your network and lets your entire company access the Internet with the ease and convenience of a single dial-up or dedicated line to your Internet Service Provider. It supports all popular LAN environments, including:

NetWare 3.x, 4.x, Windows NT, Windows 95, Windows for Workgroups, MacOS, UNIX.

It also includes a powerful Internet Mail Server. This acts as an Internet post office, managing all inbound and outbound Internet mail. It dials the Internet to send and receive mail at intervals you select, then ensures that each user's mail is delivered to their desktop automatically.

TEAM Internet protects your valuable business resources behind a secure firewall while still giving your users powerful and flexible Internet access. With three levels of security, TEAM Internet keeps Internet intruders away from the resources and data used every day in your business.

You would think that a unit with this many features would be complex to setup and administer. However we had the unit up and running within 30 minutes of getting it out of the box. In short, if you have an Internet account then this is the only other product you will need to get your network connected to the Internet.

Check it out with Pelican PC's web address: www.pelican.co.nz

Beta-testing For Better Games

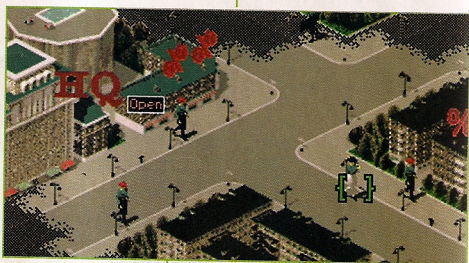
When games companies, like Byte Enchanters, are working on a new product they need scores of expert games players to try every aspect of their new title finding the bugs and holes which affect playability. The option of paying hundreds of people to play the game for hours on end doesn't come into the equation when there's a Web full of people keen to do it for nothing.

What does a beta-tester have to deal with? An early version of a game and the possibility of acknowledgment in the final product if your efforts are supreme. But also weird graphics, faults and bugs which disrupt game play and might cause computer crashes. There's strange things inside untested games. It's more of a cerebral challenge than an easy way to hook free games. Look on it as a puzzle.

Byte Enchanters have a database of beta-testers and is always looking for more. Its latest game Legal Crime is up to Beta version 6 - and it's come a long way. In this real-time strategy game you are the leader of an organised crime

gang trying for political and economic control over the city. This will require force, armed attacks and clever defence, an astute mind and trickiness. You must build an empire of organised crime, crush other families via cleverly timed attacks and legal bills. You must bribe the police and the politicians, sell booze and extort shopkeepers. This game functions only in the net - it is intended only for human opponents. It is not intended for single player mode.

The website (www.byteenchanter.com) asks for beta tester applications. "You may fill out a form to become a beta-tester of our new strategy game Legal



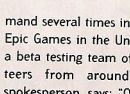
Crime. We would like for you to try out the game and tell us about how it feels, how you like it and possible bug reports, either via the feedback form or regular e-mail."

And the carrot on the stick? If your feedback proves useful, you may get a free game license when the game is finished later this year. Or, you may even get your name in the Credits list.

It offers a list of faults found by testers: Weaker opponents and "cooler" looking police cars. In earlier versions, testers found the Chat option awkward, and "suicide" an easy way out. Your gangsters in the final version won't enjoy extra speed by giving the go command several times in a row, and you won't be able to cheat by giving the extort command several times in a row.

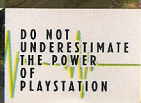
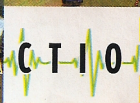
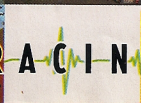
Epic Games in the United Kingdom has a beta testing team of about 50 volunteers from around the world. A spokesperson says: "Our testers download pre-release versions of Epic games and test them thoroughly for compatibility and game play issues."

To be an Epic Beta Tester, the company requires you to belong to Compuserve to coordinate messages through its message boards. "We do ask that our beta testers have some experience with computer hardware and software, and be familiar with PC games on the market." ☺



V-RALLY

97 CHAMPIONSHIP EDITION



HEART RACING ACTION

DO NOT
UNDERESTIMATE
THE POWER
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PLAYSTATION

Tech Talk

Microsoft SIDEWINDER® Game Devices



Force Feedback Pro

You've just picked up the machine gun and you're blowing the hell out of the baddies. Or so it seems the way the joystick is jumping in your hands. Remember Wolfenstein 3D and the smile on the guy's face when he picked up the chain gun? It's an easy grin to match with Microsoft's SideWinder Force Feedback Pro.

Now, if your car hits a wall the joystick's going to jump out of your hand. Jump off a building and it'll shudder as your knees take up the shock of landing.

The SideWinder Force Feedback Pro "feeds back" effects to supported PC games previously offering just sight and sound. Developers from most gaming genres are creating games to include the new possible sensations. The differences in sensation are being described as "raw force" - like machine gun recoil - and finesse touch - g-forces in a hairpin turn.

There are titles already on their way. Look for LucasArts' Star Wars Shadows of the Empire: Battle of Hoth and Playmates Interactive Entertainments MDK: Mission Laguna Beach.

SideWinder Force Feedback Pro has a 16-bit onboard processor allowing multilayered forces, generating sensations that offer continuous feedback about a game's performance.

The onboard processor means the joystick isn't going to suck up PC performance. On-screen graphics will not degrade - a drawback found in force feedback joysticks relying on a PC's CPU to process "force" effects. The joystick has two DC servomotors in its base to generate the effects felt through the grip. It uses digital optical technology for more precise, reliable gaming than traditional analog joysticks.

More than 20 top PC game publishers support the joystick including Activision Inc., Electronic Arts Inc., GT Interactive Software Corp., LucasArts Entertainment Co., Microsoft Games and Sierra On-Line Inc. Watch for the games!

What: SideWinder Force Feedback Pro.

Requirements: Users need a 75 Mhz plus Pentium CPU with Win 95, 8MB RAM, 7MB hard disk space, 2X CD-ROM drive, Super VGA 256-color monitor and a Sound Blaster-compatible sound card. How much: \$349



Precision Pro

Meet a clever joystick that doesn't have to be told twice. SideWinder Precision Pro is the little brother of the Microsoft's new family of game controls.

With eight user-mappable buttons and an eight-way hat switch and a shift button doubling that again it has plenty of options for the 30 top game profiles on their way out.

Gamers can map keystrokes, keystrokes and chords to individual joystick buttons. It sounds more complicated than it is and it's practical.

Imagine a first person shooter like Quake or Duke 3D where THAT button made your character duck left around the corner, crouch, sling off a few shots and zip back again.

It also features a digital optical thumb-operated throttle wheel allowing gamers to fine-tune throttle speed - adjust joystick sensitivity to diminish or amplify stick movements to 1/10th of a millimeter.

With a 3D rotation built into both the unit's stick and throttle wheel, suddenly there's rudder control, additional degrees of freedom, strafing and instant change of point of view. Game Device Software 2.0, which ships with SideWinder Precision Pro, includes 30 games profiles.

What: SideWinder Precision Pro

Requirements: Users need a 486/66 Mhz plus Win 95, 7MB hard disk space, and a Sound Blaster-compatible sound card with a game port. How much: \$119

BOTH AVAILABLE IN OCTOBER

THE NEW EMPIRE

The New Order of the Empire stretches its evil clutches across the galaxy, consuming planets with devastating results. Now, the Rebel Alliance has learned of a new Imperial battle station with enough power to destroy an entire planet. Unable to acquire the plans to the deadly space station, the Rebels have employed the skills of Kyle Katarn. Known to most as a mercenary for hire, Katarn is a rogue figure who has a partial alliance with the Rebels. Armed with just a blaster pistol and an intimate knowledge of Imperial methods, Katarn prepares to infiltrate the Imperial base in which the plans are kept.



DARK FORCES is LucasArts' first-person adventure with full 3D objects, realistic lighting, atmospheric effects, 3D viewing angles and more. Even with 14 missions to complete, each takes you to a different world with its own look and feel.

As project leader Daron Srinnett said: "The world's extend out in all directions. There are ele-

vators to take you to multiple floors, bridges over flowing water, catwalks, air shafts and other architectural features.



"We wanted an active environment, so ships come and go at the flight decks, rivers sweep along, platforms and conveyor belts move, and much of the machinery functions."

As Kyle Katarn, former Galactic Empire mercenary, your first mission is to steal the plans for an awesome space station: the Death Star.

Through your efforts the Rebels learn of Imperial General Mohic's plans to create battalions of mechanized "Dark Troopers" - specially enhanced stormtroopers.

Your special skills are called on to travel the universe and stop the Empire's evil plan.

As you travel from the Gromas Mines, invade Super Star Destroyer, walk the streets of the Imperial City on Coruscant, or infiltrate the spaceport moon, you'll encounter a host of familiar Star Wars universe characters.

Take on the familiar Imperial Stormtroopers and officers, pig-like



Gamorreans, interrogation droids, the monster from the trash compactor, and Boba Fett, among others.

A host of different weapons - including blaster rifle, thermal detonators, and an assault cannon - help keep body and soul together.

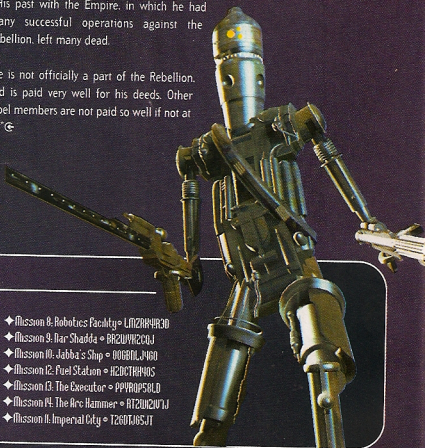
In terms of fitting in with the Star Wars story line, you come along just before Luke leaves

home to team up with Han Solo and Princess Leia in their first encounter together - "Star Wars: A New Hope" (Episode IV).

Dark Forces design team member Justin Chin writes: Kyle Katarn is not a more visible character in the Rebellion because Mon Mothma and the rest of the leaders of the Rebellion are concerned about the controversial nature of his employment.

"His past with the Empire, in which he had many successful operations against the Rebellion, left many dead.

"He is not officially a part of the Rebellion, and is paid very well for his deeds. Other rebel members are not paid so well if not at all." ☾



MISSION CODES:

Cheat codes for PlayStation.

To access the cheat menu: During gameplay (do not press PAUSE), press the following (in order): L, O, R, R, O, X, O, X, O, X.

To skip missions:

When in the cheat menu (mentioned above), toggle the game option you wish to skip (green). Then exit the menu and pause the game (Start). A menu will appear:

To select missions:

Select Return Game and enter #00010000. Then press START GAME and you'll have the choice of all 14 missions.

- ◆ Mission 1: Imperial Weapons Facility = 0000000000
- ◆ Mission 2: Gromas Mines = 0000000001
- ◆ Mission 3: Imperial Detention Centre = 0000000002
- ◆ Mission 4: Ramseyes Hed = 0000000003

- ◆ Mission 5: Robotics Facility = 0000000004
- ◆ Mission 6: Bar Shadda = 0000000005
- ◆ Mission 7: Jabba's Ship = 0000000006
- ◆ Mission 8: Fuel Station = 0000000007
- ◆ Mission 9: The Executor = 0000000008
- ◆ Mission 10: The Arc Hammer = 0000000009
- ◆ Mission 11: Imperial City = 0000000010

STAR WARS REBEL ASSAULT II

The Death Star's asteroids, the Emperor is neutrons and the good guys have won.

But Evil never sleeps.

In the Dreighion Nebula, Rookie One is part of a Rebel scouting patrol investigating disappearances of Rebel spacecraft near the galactic equivalent to the Bermuda triangle. Legends of the region go back to the days when early hyper-

space travelers lost their bearings and disappeared in the currents, eddies and storms of the nebula.

During the Clone Wars, two opposing combat fleets, at the height of battle, were swallowed up by the Dreighion Nebula, leaving it as the battle's only true victor.



Now, pilots uneasily joke about the ghosts of those squadrons still roaming the nebula, eager to attack any vessel foolish enough to wander by.

Rookie One responds to a distress call coming from a ship in the nebula. Once there, he discovers an Imperial presence - odd because the region is not thought to have any

strategic value. Then it becomes clear that the Empire is somehow responsible for the area's history of mysterious disappearances. The Rebels suspect a new weapon - and a growing new Imperial plot against the Alliance.

Rebel Assault II is action-arcade game with live-action video and improved gameplay and a technologically enhanced game engine beyond the original.

Characters Rookie One and Ru Murleen have returned transformed from animated characters in Rebel Assault to characters played by professional actors. For the live-action video they were filmed against a blue screen with the backdrop inserted later by computer along with computer generated special effects.



While Rebel Assault loosely followed the plot of Star Wars, ending in the destruction of the Death Star, Rebel II dives into a series of adventures with new characters, technologies and locations. Rookie One will face a series of challenges as he struggles to discover, and ultimately defeat, the Imperial threat.

Gameplay in Rebel II features much of the action oriented shooting and flying of the first game, following three basic models: hand-to-hand combat, flight manoeuvring and cockpit combat.

Rookie One pilots various starfighters, a speeder bike and even the Millennium Falcon while battling TIE fighters, stormtroopers and a Star Destroyer. He also encounters minifields, vast Imperial military and industrial complexes and asteroid fields.

ARMED TO THE TEETH

You begin the game with just your fists and a Modified Bryar Pistol. Here's a list of what you'll find scattered throughout the Universe you're taking on.

Modified Bryar Pistol

Fires coherent packets of intense light energy, also called "bolts". This gun is very accurate, but repeat firing is slow and its effectiveness is lessened over distance. It's an antique but reliable weapon.

Stormtrooper Laser Rifle

This fires more rapidly, but less accurately than the Bryar Pistol, and is also less effective over distances.

Thermal Detonators

When activated, this produces a fusion reaction which causes a small explosion. Princess Leia threatened to use one in "Return of the Jedi" to threaten Jabba.

Imperial Repeater Gun

Also known as the "autogun", this weapon is fast and highly accurate, especially over long distances.

Jeron Fusion Cutter

This fires green energy bolts at a low repeat fire rate. It's not good for long-range firing but is lethal up close with several tough targets.

I.M. Mines

This "Imperial Machines" mine is ideal for dropping behind if you're followed by severe nasties. It doesn't detonate until stepped on.

Packered Mortar Gun

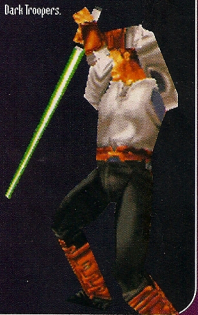
This incredibly powerful gun fires mortar shells and is great from a distance to wipe out many opponents.

Stouker Concussion Rifle

When faced by many, tough opponents use the concussion rifle to create a shockwave that is only stopped by a wall.

Assault Cannon

Welcome to the two-in-one. It fires energy bolts from plasma cartridges and can also launch a devastating rocket. Great against Star Troopers.



Ground combat is more treacherous than ever. While good aim and quick reflexes are still key to survival, this time Rookie One must avoid stormtrooper fire by dodging behind shields.

In flight segments, the player navigates Rookie One's ship through foreign land scapes and exotic terrain. Cockpit combat pits Rookie One against enemy targets, all while avoiding collisions with ships, machinery and space debris. &

LEGACY OF STARWARS



1991 - LucasArts launches its first video game, Star Wars, for the Nintendo Entertainment System.

1992 - The sequel, The Empire Strikes Back, strikes forward on Nintendo. Also out is Super Star Wars for Super Nintendo which earns

a Platinum Award from Electronic Gaming Monthly.

1993 - LucasArts introduces its first "space" combat simulator, X-Wing. Inspired by the Star Wars fantasy, X-Wing depicts the Rebel Alliance's effort to destroy Darth Vader's Imperial Forces. X-Wing add-ons include Tours of Duty, Imperial Pursuit and B-Wing.

Rebel Assault is LucasArts' first game designed exclusively for CD-ROM. A first-person action/arcade game in the Star Wars universe. Within two months of release it becomes a hit and sells about 1,000,000 units worldwide.

Super Empire Strikes Back comes out on Super Nintendo. Players control Luke Skywalker, Han Solo and Chewbacca: get to train with Yoda; and battle Darth Vader.

1994 - Rebel Assault comes out on Macintosh CD and Sega CD.

TIE Fighter, the sequel to X-Wing, is out. Players fly for the Empire under the charge of Darth Vader and other Imperial commanders. It features a story fraught with political intrigue. Defender of the Empire is TIE Fighter's first Campaign Disk.

X-Wing Collector's CD includes X-Wing, Imperial Pursuit and B-Wing on CD for the first time.

Also out is LucasArts first utility software program, Star Wars Screen Entertainment, with screen savers and entertaining reference software. It includes Star Wars action scenes and a behind-the-scenes look at the famous movie.

On Super Nintendo comes Super Return of the Jedi.

1995 - Dark Forces gets the year off to a strong start. This 3D, first-person action game features a new Star Wars story, hero and deadly enemy, the dark trooper. (See accompanying story).

Three major fall releases clinch LucasArts the spot during the holiday selling season: Rebel Assault II: The Hidden Empire; and TIE Fighter Collector's CD.

Rebel Assault II continues the adventures of Rookie One. The action-arcade title features an original Star Wars story and the first Star Wars live-action video shot since the movie trilogy. With 500,000 units of Rebel II shipped worldwide at launch, the Rebel Assault series has now sold more than 1.5 million copies. TIE Fighter CD adds graphic and sound enhancements, as well as a brand new expansion program, to the original top selling title.

1996 - A title which gamers have been demanding - X-Wing vs. TIE Fighter - hyperspaces in at the end of the year.

LucasArts supports the next generation gaming platforms with a slate of titles for the Nintendo 64, Sega Saturn and Sony PlayStation. Shadows of the Empire, a Star Wars action game exclusively for Nintendo 64, releases in the spring, along with a novel, comic books, trading cards and toys based on the new story. Additionally, Rebel Assault II and Dark Forces debut on the PlayStation.

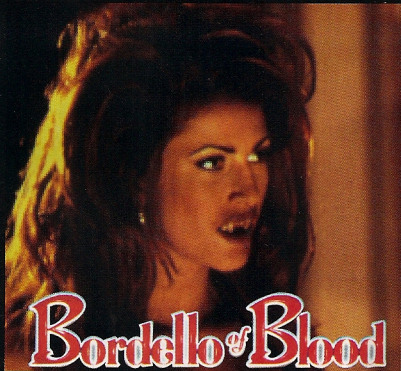
1997 - Jedi Knight: Dark Forces II continues the adventures of Kyle Katarn as he battles the Empire and develops his previously untapped Jedi powers. This multiplayer 3D action game finally gives players a chance to learn the power of the Force.



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AUGUST



Bordello of Blood

Tales from the Crypt presents *Bordello of the Blood*. A wickedly funny motion picture complete with all the hacktirement anyone could axe for! Dennis Miller, stunning supermodel Angie Everhart and Erika Eleniak join every bodies' favourite cutcup, the Crytkeeper, in a hip frightmare of sly humour, sex appeal and go-for-the jugular special effects.

Madam Lilith (Everhart) and her Luscious cohorts run a most unusual bordello on the edge of town. They don't take your money for services rendered - they bleed their customers dry! But wise crackling private eye Rafe Guttman (Miller) is on the case, and soon he must battle not only a den of scantily clad vampiresses, but also the Reverend Jimmy Current (Chris Sarandon), a sick televangelist with an all-powerful talisman.

The thrills and chills come so fast you'll never know where this tale will be heading next.

"A Brawdy Romp
Dennis Miller
Has Never
Been Funnier"



HORROR



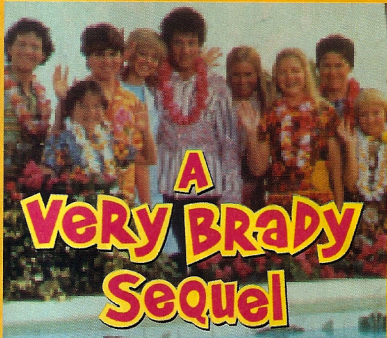
Starring
Dennis Miller
Erika Eleniak
Angie Everhart

Bordello of Blood is a 21 August release from CIC Universal.

18

Parental Strong Caution
Some Material May Be Inappropriate for Children Under 18

UNIVERSAL

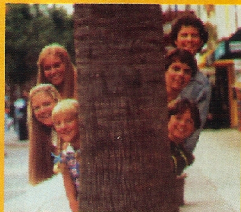


A Very Brady Sequel

Did you ever wonder what happened to Mrs. Brady's first husband? Well, this and other burning questions will be answered in *A Very Brady Sequel*, an adventure in comedy y that's

Mike (Gary Cole) is planning a surprise wedding anniversary party for Coral (Shelly Long) - until Carol's long-lost first husband, Roy (Tim Matheson), shows up to shake the family tree. When Roy whisks Carol off to Hawaii, the Bradys take off in pursuit - for fun, sun and the adventure of their lives.

Pack up your paisleys and join the Bunch for the grooviest comedy of the year!



"A whole bunch of laughs"
(Joel Siegel, Good Morning America).

COMEDY



Starring
Shelly Long
Gary Cole
Tim Matheson

A Very Brady Sequel is a 7 August release from CIC Paramount.

PG

Parental Guidance
Suggested Some Material May Be Inappropriate for Children Under 10

PARAMOUNT

AVAILABLE TO RENT AT ALL GOOD VIDEO OUTLETS

AUGUST

Electronic subcultures

Electronic subcultures are growing on the Internet as gamers hunger for a greater challenge than that provided by the logical mind of a computer. These subcultures contain their own system of morals and values, player-generated governments, languages and money.

In a scary way, they evolve like real societies do. Big companies are creating these environments for their games, increasing the challenge and boundaries of games previously played on one PC alone. It doesn't matter where in the world you might be. You can join in with thousands of others for MPOG - multi player online gaming. Big companies like Microsoft, Blizzard Entertainment, Total Entertainment Network (Ten), Mpath, Engage and Westwood Chat are finding different ways of

extracting cash from users of their services. Microsoft, Blizzard and Westwood offer free access, but the user must first buy the game from the company. To join Battle.net by Blizzard, you must have Diablo or Starcraft. People with Hellbender or Monster Truck Madness can enjoy Microsoft's Internet Gaming Zone. Those with Command and Conquer: Red Alert are welcome at Westwood. For members of Ten, a highly regarded provider

confined mostly to North America, an hourly or monthly fee applies for a variety of games. Ten is the official online server for Duke Nukem 3D, although it can be played elsewhere. It also offers Panzer General, Dark Sun and Quake. The best pick for New Zealand users is Kali, which charges a one-off fee of \$US20 and gives access to 300 servers in 33 countries. To optimise the best latency and bandwidth, join

Online games

A sample of multi player online games: Command & Conquer, Diablo, Doom I and II, Duke Nukem 3D, Heretic, Hexen, Mechwarrior 2, Mortal Kombat 3, Quake, Warcraft.





the closest server, link up with its chat line and check out the lowest ping rates—the time it takes for packets of information to travel between computers.

Kali creator Jay Cotton says the performance of Kali is determined by the connection between players. "Kali routes all packets directly between players."

A ping rate of 200ms to 300ms is a fast connection. At this speed, the faster games—Duke, Mech Warrior and Doom—will be a cinch to play. They will also be in sync, an important requirement, particularly in Duke Nukem 3D.

There are 95,000 gamers in Kali, and the number is growing fast, Cotton says.

According to a Blizzard spokesperson, Battle.net reached 117,000 users in its first three weeks of operation at the beginning of the year.

Apparently, 40,000 people log on every day for a game of Diablo, a devilish 3D world of Gothic fantasy, where players explore randomly selected labyrinths, developing their characters, meeting dark and scary creatures and destroying them.

For a taste, Blizzard offers a shareware version from its Web site containing two levels of the labyrinth. It includes the setup to get you online. The downside is that the file is 51MB big and takes five hours to download on a 28.8k modem.

Experts predict online gaming will grow so rapidly that the number of households playing will have soared from 800,000 in 1995 to 10 million in 2000.

Revenue will hit \$US1.6 billion in 2000 from a modest \$US90 million in 1996. Six companies offered gaming services in 1993, 46 in 1996. And it's all because playing against real people gets the adrenalin flowing. Also, it's become an environment where gamers can engage in tournaments, win prizes swap ideas and make friends. ☺



Command & Conquer

Combining real-time combat along with city-building simulation and the race to gather precious resources to finance the player's combat and building efforts. You take command of your own army, allowing you to go head-to-head against other commanders in specially designed missions over a modem. (2 player)

or network (4 player)! As most of us know, nothing feels better than blasting your friends into dust, then gloating in triumph afterward. All of this combined with the ability to play good or evil, modem or network, Human or Computer makes Command & Conquer a game with tons of replay value.

Diablo

Diablo invites you to enter a world of dark gothic fantasy. Play as a brave Warrior, cunning Rogue, or Sorcerer. As you venture deeper into the labyrinth, you'll discover weapons, armour, and magical treasures. Develop your character's skills and abilities. You might also want to bring a friend or two help. Built in support for Battle.net, as well as modem, serial, and network play, insures that you'll never have to go in alone.

where to play and few places to try

Blizzard Entertainment: <http://www.blizzard.com/> • Westwood: Red Alert: Command and Conquer and others: <http://www.westwood.com/> • Warbirds: World War II flight sim. A PPP connection is needed, Windows 95 or Mac, or a Unix shell account and a Dos PC. Warbirds download is free, but to play on-line costs \$US2 (\$2.60) per hours. Five hours' free trial <http://www.icigames.com/>

equipment needed

At least: IBM-PC with Pentium 60; 16Mb of RAM; DirectX, Windows 95, Windows NT 4.0; SVGA video card (DirectX compatible; Microsoft-compatible mouse; 14.4Kbps modem.

Best with: Pentium 133 or better, high-end video card, graphics accelerator, 28.8Kbps modem and 32MB RAM.

Into Games?

www.xtra.co.nz/xworld/entertainment

X T R A

Peel the Onion

<http://www.theonion.com/>

It's BIG news, and not diminished by the lack of facts. This online magazine is the stories that DIDN'T happen, but that doesn't make the reading of them suffer.



Moving Pictures

<http://www.imdb.com/>

This is billed as the premiere site for movie buffs, and it would be hard to argue. It's got the latest movie news, is packed with reviews and trivia. There's so much information contained on this one site a few paragraphs here just doesn't do it justice.

Who said that?

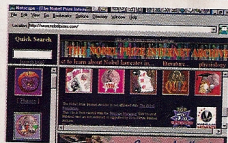
<http://www.columbia.edu/acis/bartleby/bartlett/>

Stuck for a few great one-liners? Visit here to borrow from the best ever. It's dedicated to Familiar Quotations (and contains a few not-so-familiar). The work that's gone into this site is staggering.

A Nobel calling

<http://www.nobelprizes.com/>

Another work of love is the Nobel Prize site. A searchable database of all Nobel Prize winners and testament to some incredible endeavours. It's worth a visit simply to enjoy a well constructed Internet site where a considerable amount of thought has gone into those using it.



And here's the evidence!

<http://www.thesmokinggun.com/>

This incredibly cool site documents the foibles of the rich and famous,

confirming or dispelling urban legend with scans of "actual" documents. Find the "smoking gun" and you've found the killer. Admire the mind behind a site that would scan Jack Nicolson's charge and put it out for anyone to peruse.



Who's a happy puppy then?

<http://www.happypuppy.com/>

This is easily one of the best games sites on the Internet, with heaps of demo downloads, and an extensive library of reviews, tips and cheats. It's undergone a few transformations over time, with the key idea seeming to be improving use and ease for those using it. It's also got a great doorway for multi-player online gaming.



I'll be watching you

<http://www.dreamscape.com/frankvad/cams.html>

Peer in on the lives of others. This site offers voyeurism at its best with cyber cams linked through the Net allowing you to peer in on someone else's life at anytime of the day or night. It also offers city views, street scenes from around the world and a look into Microsoft itself.



Letters from abroad

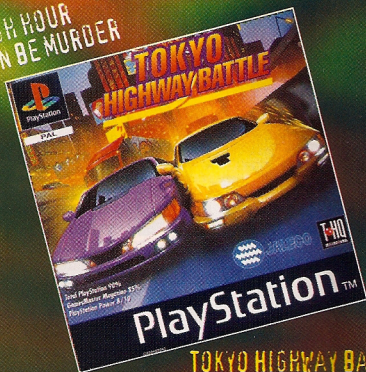
<http://www.clearlight.com/~kireau/cafe/>

Forget the cafe society, try the Internet cafe society. This site contains an extensive list of Cyber Cafe's throughout the world. From Thailand and Japan to Spain and Russia, the Net is everywhere.

The easiest way to get into games on the Internet
is XTRA. 0800 BUY XTRA (0800 28 99 87).

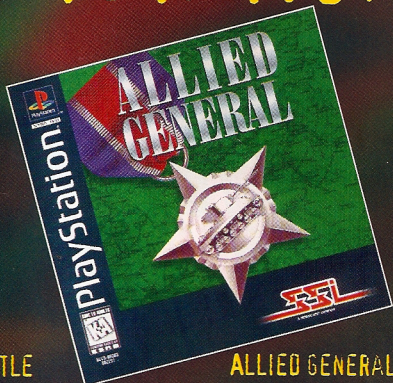
NEW! ON PLAYSTATION

RUSH HOUR
CAN BE MURDER



TOKYO HIGHWAY BATTLE

Speed through the streets of Tokyo in one of 12 high performance sports cars and take your chances with rush hour traffic as you strive to prove your mettle against the hottest street racers in town.



ALLIED GENERAL

Prepare to be blown to bits by the next generation of strategy gaming! Choices are endless, ALLIED GENERAL. THE EXCELLENCE CONTINUES.



ACCESSORIES



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Designed especially for driving and flight games.

- True analog steering & brake
 - 8 digital action buttons plus 8-way directional hot switch
- A MUST FOR ALL DRIVING FANS

ARCADE GUN FOR PLAYSTATION AND SATURN



- Enhances play for Virtua Cop and Virtua Cop 2, Project Horned Owl, Area 51, Die Hard Trilogy, Crypt Killer, Lethal Enforcer and others.

- Revolutionary electronics and dual platform connector makes the Mad Catz Fazor work with both Saturn and PlayStation.

- Side action button allows for special extra functions

depending on your shooting software (like rapid-fire or grenade launch).

- Designed for comfort and precision: aim, shoot and reload with maximum speed.



DUAL ARCADE JOYSTICK



- Superior arcade control for all Nintendo 64 game titles
- Dual precision analog and digital joysticks
- All standard Nintendo 64 control functions including memory pak slot, plus turbo and slot-mo modes
- Analog handgrip features additional, B, R, Z and C-group buttons

The Hottest Joy stick for Nintendo 64

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Play...

are you
Ready
to
Race?

Welcome to Play..., the review section of **Total Games**. Every month we bring you reviews of all the latest games for all the platforms. Action, fantasy, combat, sport and role-play games — they are all reviewed by the expert **Total Games** team. Enjoy...

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Play...



- Platform: Nintendo 64
- Distributor: Monaco Corporation
- Style: Combat

As fighting games surge towards the 3D era, Midway brings together its continuing Mortal Kombat saga to Nintendo 64 as Mortal Kombat Trilogy.

Undoubtable the most controversial game to explode on home consoles, Mortal Kombat Trilogy combines the past three games into one furious slug fest, with Shao Kahn's final attempt to control the earth's realm, you are warned by Rayden to prevent the invasion.

Bringing together 26 immediate characters including Noob Saibot, Ermac, Baraka, and Rain, plus 4 hidden characters, MKT promises to give you all the action and finishing moves, including 30 never seen before on the arcade (including Baraka's spinning larat which was never included on MK2).

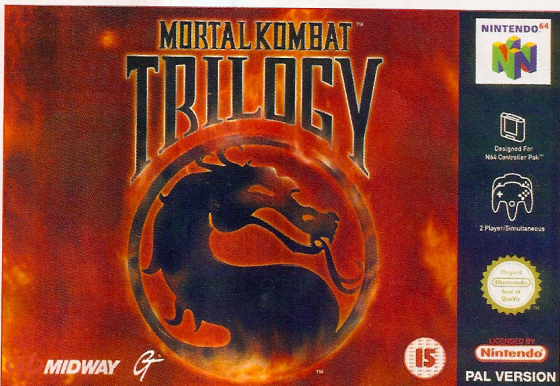
The level of difficulty in the game can be altered, at the "choose your destiny" screen. Simply toggle between the columns and select either novice, warrior, master, or champion, to suit your level of skill. With 4 modes of game play you can choose between single player mortal kombat, 4 player 2 on 2 kombat, 6 player marathon 3 on 3 kombat, and the 8 player kombat for tournament fighting. The new aggressor kombat mode lets you can arm yourself with power to inflict even more damage upon your opponents.

MKT comes off with multi level gameplay that



knocks your opponents up 2 levels or, in one of the 7 stage fatalities, sends defeated opponents to a humiliating end. MKT has all the stages from MK1 to Ultimate MK3 plus a few tweaked up stages not included on the earlier released Playstation version, like the star pit stage that gives more to the action.

Although not boasting the true power of the Nintendo 64, MKT's gameplay is crisp and a perfect conversion from the arcade. The character graphics are up to par and with smooth animation, keeps the hard core MK fan happy. Highly responsive control on both the control pad and control stick gives you the choice to perform accurate moves and combos especially if you want to execute the characters incredible combo smashing brutalities!



Mortal Kombat Trilogy guarantees a slug fest with 30 characters, new action moves and multiplayer modes



The sound stays true to the Mortal Kombat series giving you every bone crushing grunt and groan, quickly responding to every hit you make on the game adding depth to gameplay.

So to all fighting starved N64 game players what can you expect? A game with more secrets, more kombat codes and more madness and mayhem that will leave you ready to take on Shao Khan's deadliest warriors or die trying. @

Secrets

Stage Select

simply go to sonya hold the control padstick up and then press start you will know you got it when the screen jumps, pick your character and the stage selection will appear.

Mega Endurance Mode

go to Kano hold the control padstick down and then press start, pick your character then you will notice that the columns have changed to endurance mode.

Free Play Mode

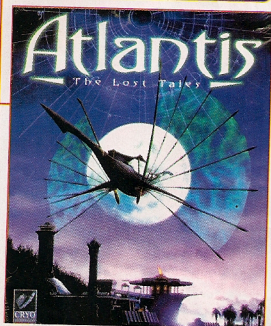
at the storyline use the control pad to tap in D.D.U.U.R.R.L.L you will hear a stamp noise giving you free play in mortal kombat

Enable all game options

at the storyline quickly tap in with the control pad: Hk, Lk, Run, Lp, Hp, Hp, Lp, Lp to access secret characters and more!



- Platform: PC CD ROM
- Distributors: Sega Ozisoft
- Style: Adventure



ATLANTIS - The Lost Tales

Travel in time and step into the world of Atlantis, a civilisation rich in wonder and sophistication.

Reigning over an island of peace and plenty is Queen Rhea. Her reign is secure - or is it?

Find the truth by entering the life of Seth, the young hero of his mystery that unfolds over five continents. Live an adventure of epic proportions, whose outcome may well decide the fate

of this fascinating universe of visual intensity, fantastic machines, and unpredictable people.

This game has unparalleled sensory immersion with its OMNI-3D proprietary technology providing a panoramic 360° first person view on both the vertical and horizontal axis with quick, smooth response and object animation, for total immersion. The breathtaking, award-winning full-screen

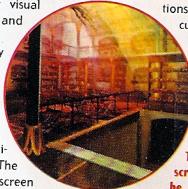
3D graphics equals millions of polygon per game set while the character animation features motion capture and OMNI-SYNC proprietary lip synchronisation technology.

There are 50 characters

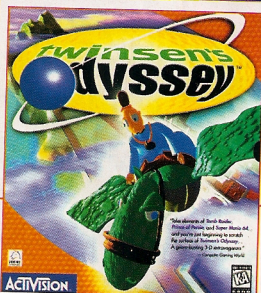
that you can talk to, five fascinating destinations each with their own mysteries and cultures to visit and hundreds of objects to be manipulated, exchanged and activated.

The 3D sounds (original theme soundtrack and full sound effects) completes this stunning new vision of a timeless legend. ©

The breathtaking award winning full screen 3D graphics have to be seen to be believed



- Platform: PC CD ROM
- Distributors: Sega Ozisoft
- Style: Adventure



Twinsen's Odyssey

Twinsen's Odyssey has arrived. It picks up pretty much where the Adventure left off. Twinسن has saved his homeworld (named, confusingly enough, Twinسن) from the grip of the evil Funrock, rescued the lady and discovered his heroic lineage.

At the start of Twinسن's Odyssey, all seems right and well in Twinسن. But when the wizards of the land begin disappearing, Twinسن must head out on yet another quest. He'll have to travel not only through the numerous lands of Twinسن, but also to an alien world. Players will still be able to explore most of Twinسن.

and the game won't take a strictly linear path, allowing more time to wander around and take in the sights. All of the resident cultures (such as the rabbit-like Rabbibunnies and elephant-like Grobos) have returned.

In addition to the immense world of the original, Twinسن's Odyssey has added a whole other world, Zeelich - the home of the aliens who have abducted the magicians in hopes of conquering Twinسن. There are numerous resident cultures on Zeelich, including the malevolent Esmers and their slaves, the Mole People and the Mosquebees (who look like a cross between mosquitoes and bees). Before his Odyssey is over, Twinسن will not only have to save his home planet, but also help to free the indentured inhabitants of Zeelich.

Twinsen's Odyssey doesn't attempt to alter the look or the feel of the original - but there has been a few changes. Once the player begins exploring the outside world the game adopts a changing camera that can follow Twinسن or be manipulated by the player to find the perfect angle. Another major change, which will delight anyone who played the original, is the addition of a more flexible save and restore feature, allowing players to save the game at any point.

With the adjustments and additions, Twinسن's Odyssey promises to be a bigger and better adventure. Adventure gamers should get ready to set aside a large chunk of their winter. ©

Relentless: Twinسن's Adventure was one of the best action-adventure games of the last few years. Featuring stunning visuals, an excellent story, and an enormous game world, Twinسن's Adventure was one of those rare gems that managed to be both original and familiar at the same time.

Designed by Frederick Raynal (whose design credits also include Alone in the Dark and Time Commando), Twinسن's Adventure created a world filled with strange creatures and cultures. Sadly, the game went largely unnoticed. While garnering rave reviews that hailed the merits of the game, they also complained about the terrible save/restore features and the game did not find its way onto the hard drives of the general public. Luckily for those who missed out the first time around,



The cartoonish graphics and feel of the original has been maintained, with refinements to viewpoint and save features to add further enhancement.





- Total Games 21

Play...



Platform: PlayStation
Distributors: GameWizz
Style: Driving



Lets face it: how many times have you pulled on to leap behind the wheel of an exotic sports car, went on a pair of leather driving gloves, drop your expensive driving glasses over your eyes and gracefully screech away into the distance leaving a trail of dust and smoke?

The team behind Tokyo Highway Battle seem to have been privy to such daydreams also, judging by the mood generated by the fantastic intro of the game.

The scenario is refreshingly different. Sure, you get behind the wheel and drive your hardest but this time it's through the crowded city streets of Tokyo, Japan. The idea is not only to beat your opponent but to avoid the many obstacles associated with city driving.

Tokyo Highway Battle

Aside from the unusually high graphical standard (with minimum 'blockin'), you really get the feeling of competition, which is rare in a computer opponent, as the ability of your adversary is set in the outset. You always get the sense he's right on your tail (which is generally the case) and the only way to stay ahead is through smooth lines, superb vehicle control and correct car set-up. The impression of him breathing down your neck adds incredibly to the tension felt from playing the game well, which is an aspect sadly missed in a lot of other driving games that an expert opposition merely as decoration rather than any form of challenge.

Road traffic plays an important part in the game. If

you're skilled enough, you can pin your opponent strategically behind pedestrians, trucks and cars in order to gain some ground or cut him off between a side-rail and a passing vehicle. Beware however, as the AI within the game is VERY clever, and he'll try doing the same to you at any given moment.

The gameplay options are competent.

"Scenario" mode places you in a battle with six different drivers. If you manage to defeat them all, you

gain the opportunity to race against Japanese driving professional Keichi Tsuchiya, better known as the legendary 'Drift King'.

"VsCPU" mode is one-on-one race on an open, traffic-free circuit, with 12 cars to choose from.

"Practice" mode is, obviously, designed as a method of improving your driving skills at each venue by learning the course. As anyone knows, half the battle is knowing when a corner is coming and exactly when to brake.

One of the most rewarding areas of the game is spending your winnings. Sure, other games include this option as a way of keeping player interest but THB goes over the top in this department. Sixtyfour different components can be chosen from to improve the performance of your car. Items range from simple tyre changes through to catalytic converter removal and air cleaner selections. No other driving game offers this much attention to detail.

In terms of handling THB reveals obvious research into car dynamics. The suspension (which can be adjusted) is tight and the cars feel weighty, which is a major achievement. Most other titles seem to have paperweight cars, which results in major oversteering and leads to frustration rather than mastery.

All in all, this is definitely one of those titles that improve the more you play and rewards repeat play with the promise of faster, more powerful and better handling cars.

With all the media hype surrounding games such as Rage Racer and Need for Speed 2, it's easy to let a game like THB pass by unnoticed but you'd be foolish not to check it out as a well-polished and alternative approach to the driving genre. **C**

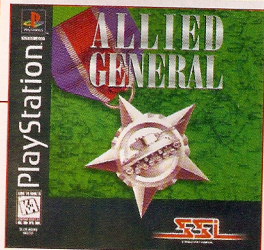


The detailed car setup and modifications you can buy



You can feel the other cars breathing down your neck

Platform: PlayStation
Distributors: GameWizz
Style: Strategy/War



Those of you who have previously played Panzer General will rejoice at the opportunity to get your hands on a copy of this. Volume 2 in the SS1 series. Allied General falls into the same hex/turn-based warfare category as its predecessor but adds many features some felt were lacking in the original.

The concept is simple. You take control of an attacking army as either an American, British or Soviet General. Your orders are received and then you must go about fulfilling your role as General however you see fit. Your command

Allied General

over tank units extends to basic principals such as attacking and moving but also entails far more complex decisions such as purchasing, supply, replacements, upgrades and troop deployment (which includes ordering Air Units, Refueling Air Units and Sea Classes).

Like most wargames, AG is a turn-based game. Each time you move, refuel or attack, you use up a turn. Each turn has an associated cost, so you must think carefully about the consequences of your commands before ending your turn. Too little action on your behalf can be a waste of a turn, allowing the enemy to gain an advantage, yet too much going on at once can strip valuable resources and again place you in a vulnerable position. Like the real thing, tactics are of huge importance. If you really want to succeed, each move

Lots of complex decisions need to be made right from the start.



Like the real thing, playing the General means tactics.

should be well thought-out or the war will be over before tea-time!

Of significant note are the new features not found in the original PG. Without giving the game away, you now have access to new troop types such as Finnish Ski Troops, along with a wealth of gameplay tweaks built on criticisms of the original. Also, one may engage in several 'what-if' scenarios, such as Churchill's never-realised invasion of Norway, "Operation Jupiter".

As usual, all battle encounters are gloriously animated, which adds to the satisfaction-factor. Don't be surprised to find yourself leaping around the room, yelling at the top of your voice as your well-planned attack comes to a successful conclusion.

Even if wargaming has not been your cup of tea, AG is most certainly worth a close look. Computer Gaming World called it 'such fun that even non-wargamers are likely to find themselves hooked', and I couldn't agree more. Like any new game genre, the more you play and become familiar with the game and the more progress you make within the game, the harder it is to tear yourself away. "Just a couple more turns," you hear yourself thinking and then suddenly it's 4.00 am! **A**

RAGE RACER

DUNHAM BRENNER 307904

Slashing blades

and road rage...

on the edge

with ② of the

best...

cutting edge

entertainment

for the quick

and the deadly,

PlayStation has it

SOULBLADE

USE IT

DO NOT UNDERESTIMATE
THE POWER OF PLAYSTATION



Play...



BEDLAM

- Platform: PlayStation
- Distributor: BMG
- Style: Combat

and turn fast, and carry a nice assortment of weapons on their pylons. You start the game with a certain amount of money, and must buy weapons to arm each RAT. Bombs, bouncy

amount of problem solving. Most of this is based around switches, power fields, gates, and moving platforms which enable you to get from one level or area to another.



Blow up the power generator first, that will shut down the security grid



Move through the maze of biomechemical installations



Watch out for the many biomechemical creatures

Bedlam isn't a great or brilliant game: it won't blind you with its originality or searing game play. But it's a decent enough game with a fair number of fun hours in it, and that in itself can be rare enough these days.

Bedlam is a faster, more mindless version of the Crusader/Syndicate school of gaming: top-down, hard-core hellraiser. Its premise suits it well. In the future, we have come to rely on biomechemical creatures for our menial labour. Now these creatures have run amok and are raging across the city, lowering property values wherever they go.

As leader of a squad of Remote Assault Tanks (RATs), your job is to destroy the biomech wherever they are, and strike at the heart of their operations by wrecking key installations. Three RATs are at your disposal, each controlled from an "satellite uplink": the standard metaphor for skewed, top-down perspective real-time action game.

The RATs themselves are kinda cool. They move

grenades, sticky grenades, photon guns, conventional guns, delayed fuse bombs, and more provide a pretty good assortment of offensive weapons.

Defensive equipment like shields and sensors can also be fitted, though only two are allowed per RAT. Each mission has a primary goal and a number of subgoals, and begins with your RAT or RATs being dropped into the combat zone. The graphics here are, for the most part, pretty sharp, high-res visuals, with multi-level buildings, well-animated monsters, and plenty of fiery explosions. Each mission features a number of different elements that you need to understand to get through, tempering the action with a fair

Almost everything in Bedlam can be shot or blown up: always a nice feature. And levels tend to move fast and furious, with lots of action and lots of carnage.

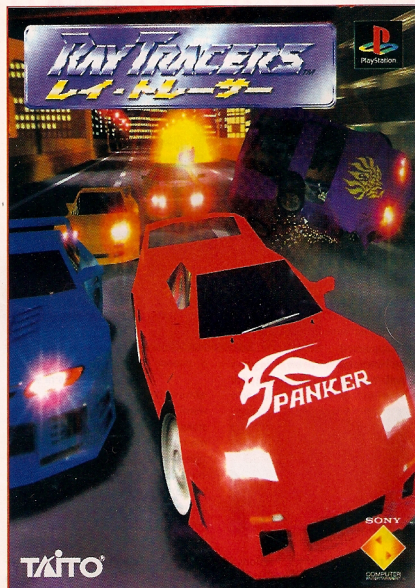
Control of all this takes some getting used to, since movement and firing are completely based around the mouse: left button to move, right to fire. It's a tricky interface, but one that can be learned. It's much harder to get the hang of switching from one RAT to another in a single mission.

Bedlam is a fine example of a top-down action game with some solid elements. If it only seems good, not great, that's because we've seen this type of game done before and done better.

Its frenetic pace and somewhat repetitive visuals can become tiring after a few missions, and play can wear thin. But if you like Crusader and want something with action that's a little faster, it might just be what the doctor ordered. **C**



RAY TRACERS



- Platform: PlayStation
- Distributor: Sony
- Style: Racing

A futuristic city is terrorised by Black Kaiser – an armed racer gang. Cindy Gibson believes the gang were responsible for her father's death and she wants revenge. Inheriting her father's awesome racing cars, Cindy creates Ray Tracers and recruits the best racers she can find. Now the real battle begins in a search for the truth.

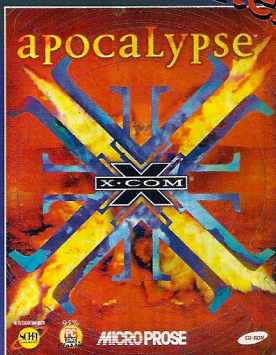


Created in the best PlayStation traditions, Ray Tracers is instantly addictive and immensely playable. Varied scenery, tunnels, dips, sudden drops and obstructions just begging for you to decimate. This is a master-fast, explosive arcade smash type of game. Features include stunning Manga-style graphic and loud explosive stereo sound, mission and time trial modes as well as a choice of vehicles, realistic reflections and excellent light sourcing and inside the car and outside views. Gotta love it.®



Choose the car and the course that best suits your talents.

New
Release



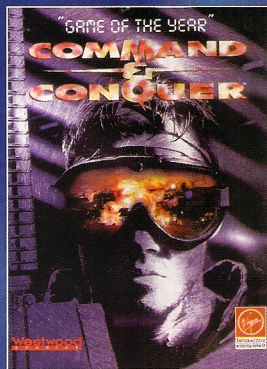
**X-Com
Apocalypse**
PC CD Rom

- Explosive third game from the successful and thrilling X-Com series
- Battle alien invasion fleets over the city of mega-primus in real-time
- Combat the alien infestation in real-time or turn-based tactical missions
- Alien fleets fill the skies, creatures terrorise the city, chaos reigns... Welcome to the war, welcome to the Apocalypse!

and

**Command
& Conquer**
PC CD Rom

HOT NEW PRICE



The biggest game of all time has now come to the best price of all time

- Command and Conquer turns 2 years old
- Still registering in the top ten selling PC titles in New Zealand
- True-World domination in a box!!
- Still loved and adored by all game reviewers world-wide, and remains industry standard for strategy games

**Available at all leading PC
software outlets**

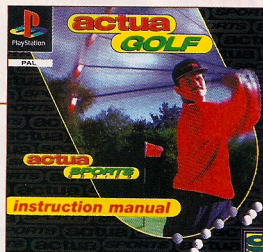
Distributed by: Sega Ozisoft NZ Limited

Play...



Actua Golf

- Platform: PlayStation
- Distributor: Sony
- Style: Sport



Turn your bogies into birdies with Actua Golf, the best golf game ever made. Actua Golf has a True 3D playing environment that allows total freedom of movement anywhere on any of the 7 courses. A variety of

camera angles allow you to track your shot and replay it from any position, with up to three windows on view at any one time. This facility allows you to study a difficult bunker or to walk around the green, checking for the subtle variations in the lay of the land that might affect that vital putt.

All the rules of real golf are available and enough options to ensure that whatever style



Course choice as an amateur is limited to 2 but once you become a pro, 5 additional courses are available.

of golf you prefer, you won't be disappointed. You can choose to play Strokeplay, Matchplay, Skins, Foursome or even Fourball. You can

also include special rules such as Gimmies and Mulligans.

Further depth is provided with amateur and professional tours. Just as in real match play, you can work on your game with the benefit of a handicap, gradually whittling it down until you're ready to take on the professionals at the top level. Be warned, this works both ways, so one too many double bogies and your professional standing will plummet.



On screen graphics give hole layout, wind direction and lie of the ball



The on green grid helps you read on green your putts

Actua Golf allows you to follow your player through his whole career, not just through a few tournaments. Actua Golf combines every playing option imaginable with the very latest technology, to create the most realistic and playable golf game to date.

- Platform: PlayStation
- Distributor: Sony
- Style: Sport



Competing in an International Soccer Tournament is just a dream to most of us (especially if you're Welsh). So why not try the next best thing - guiding one of 45 teams to the top in the stunning Actua Soccer?

For the first time ever, PlayStation owners can experience the true atmosphere and excitement of international soccer. Actua Soccer is a fast, action packed football simulation that captures every aspect of the live game. Indeed, the action can be viewed from literally any angle so you witness the excitement from the touchline, the dug-out or the cheap seats. You have to see Actua Soccer running to appreciate how smoothly the players move. The 3D polygon-

Actua Soccer (Platinum)

generated players perform a vast range of actions - including sliding tackles, bicycle kicks and diving headers - that are identical in every way to how an experienced professional footballer would play. This is no coincidence. The latest "Motion Capture" technology has enabled the inventors to raise the standard of computer game visuals by incorporating the actions of two ex England Internationals, Chris Woods and Andy Sinton.

Special white spheres were placed on both footballers' arms, torsos, heads and legs and their

actions filmed. The images were then used to generate "wire frame" models of the footballers which have been fleshed-out by the computer to create life-like computer images that exactly match their real life counterparts.

It's not just in the visual department where the line between reality and "actuality" is blurred. The greatest commentator of all-time to ensure that the ears receive as much attention as the eyes. Barry Davies, recently promoted to the no.1 spot at the BBC, and the voice behind the '94 World Cup and '95 FA Cup

Final, has provided over 8,000 lines of commentary which is superimposed seamlessly over the action.

Actua Soccer's true strength is the way it plays. Put simply, Actua Soccer looks brilliant, but it also plays like a dream. It's intuitive control system creates a playable game, from the delicate touches on the edge of the box to the sweeping forward passes from midfield.



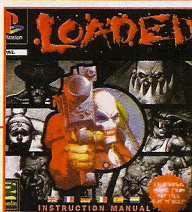
Select your favourite side from one of 45 teams then take on all comers to get to the top. On screen statistics and life-like game action is backed up with real commentary.





Loaded (Platinum)

- Platform: PlayStation
- Distributor: Sony
- Style: Shoot 'em up



Loaded, the PlayStation's first (and most solid) ultra-violent shooter is here in all its gory glory.

This is an enjoyable, smooth translation. Loaded's designers clearly knew their audience and built their game accordingly. This title doesn't offer any deep-thinking strategy or level design; instead, it delivers tons of 'Asplat' violence - the goal being to make your enemies go 'Asplat!' in a bloody mess. Excessive carnage aside, as you start

just a matter of shooting like mad before you're killed, your longevity depends on your enemies, not you. This means the harder difficulty settings are nearly impossible to finish.

The graphics in Loaded are good, given the restrictive overhead angle, and the sound effects for the weapons are truly fearsome. The designers knew what was important. Each character has its own special weapons and abilities, which makes for a good selection of heroes. Refreshingly enough, the game plays like a souped up version of Gauntlet with far more action (although it's lacking a Valkyrie character and voice-overs that say, "Warrior needs food... badly").

Going for the sheer violence factor, the game's much more enjoyable when played with a friend rather than



Plenty of moving targets

solo. And there's something undeniably exhilarating about maiming, annihilating and exploding everything in your path.

Loaded is not the best overall game but for a shooter it has what it needs in all the right places.®



Character selection panel

really searching for the key cards, which allow deeper access to the levels, the game becomes somewhat challenging and interesting, despite the fact there's little strategy or story. You'll be able to get through the entire game if you play on an easy difficulty setting. But because success is



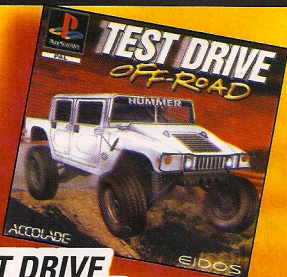
Gameplay - shooting people



Gameplay - shooting through doors



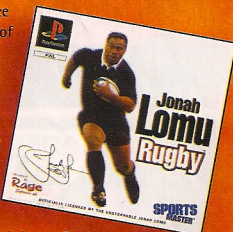
Plenty of levels to test your skills



TEST DRIVE OFF-ROAD PlayStation NEW RELEASE!

- Circuit racing in the world's hottest production 4x4 vehicles!
- 12 treacherous tracks test your off-road skills.
- Negotiate wicked terrains as you battle for the chequered flag!
- Extensive variety of racing models including single race, multi-player tournaments and full-season racing
- True-to-life driving physics accurately recreate the performance characteristics of each vehicle.

JONAH LOMU RUGBY



PlayStation

It's the official Jonah Lomu Rugby game:

play hard and fast with the world's most powerful winger in the video game that Jonah helped design!

- 32 Rugby Union teams including New Zealand, England, Australia, and France
- Get dirty in Friendly, Tournament, World Cup, Territories Cup or Classic Matches
- Rendered 3D motion-captured player animations
- Up to 4 player simultaneous action

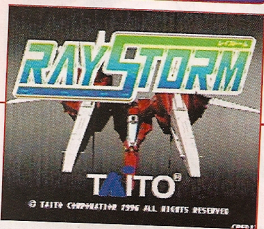
Available now from leading retail outlets or rent from your local video store

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RAYSTORM

Platform: PlayStation
Distributor: Sony
Style: Shoot 'em-up



Ask any experienced gamer what genre has been neglected the most over the past three or four years, and you're almost guaranteed to get a unanimous response: shooters.

For some unknown reason, most game companies have decided that if it isn't a first-person, in-your-face Doom clone or the latest rip-off of Virtua Fighter or Tekken, it isn't worth producing. Fortunately, this isn't the case in Japan, where games like RayStorm, Sony's incredibly intense new space shooter for the PlayStation, are still being released frequently.

Platform: PlayStation
Distributor: Sony
Style: Shoot 'em-up



PlayStation-owning nostalgia lovers, it's time to celebrate. If you're not content with simply porting over last year's polygon-enhanced Xevious sequel Xevious 3D/G, the creators have gone the extra mile and included the entire Xevious arcade series on one PlayStation disc.

Xevious 3D/G+ contains four complete games on one CD: The original Xevious, also found on Namco Museum Vol. 2; Super Xevious, Xevious with a couple of new enemies; Xevious Arrangement, one of the games found in 1995's Namco Classic Collection Vol. 1 and a nice remix of the original; and of course, Xevious 3D/G.

Those thirsting for an amazing old school shooting experience can relax - your game has arrived.

RayStorm is the sequel to RayForce. Sony's 1995 arcade game that made it to the Saturn early last year as Galactic Attack. Unlike RayForce, which was a 100 percent 2D vertically scrolling shooter, RayStorm consists of completely polygonal characters and backgrounds. This provides a much more lifelike feel to the action. Despite its 3D environment, however, RayStorm is still, at its heart, a traditional 2D-style shooter.

The PlayStation version of RayStorm also includes



The 3D environment provides a more life like feel to the action



Games have two shooting options. The main blaster or the lock on homing laser

an added bonus - in addition to the complete original arcade version of the game, a special "Extra Edition" comes on the CD, offering enhanced visual effects, more enemies, an arranged soundtrack and more.

As in the original, your ship has two main methods of attack: the main blaster (which, depending the ship you choose, lets out either a stream of constant laser fire or multiple rapid-fire blasts) and lock-on homing lasers that seek out and destroy enemies stationed away from your ship. Since many enemies attack from below your ship's line of sight, the only way to destroy them is to take them out from above with your homing lasers.

This type of strategic planning isn't found very often in shooters because developers tend to value visual splendour over actual game play. Fortunately for RayStorm, that's not the case here. Graphically, RayStorm really delivers. Intense lighting effects and marvellous explosions fill the screen. As with most polygon-heavy games, there's a bit of slowdown when things heat up, but it never gets out of hand.

As for the music, the game's two soundtracks are done well, even if some tracks lack the urgency and intensity you'd expect from a fast-paced shooter. Sony fans should easily recognise the music though, since it's once again done by the now-famous label Zuntata. Overall, there's not much to complain about in RayStorm - it's easily the best shooter currently available on the PlayStation.®

XEVIOUS 3D/G+

Additionally, after beating the game, some extra options open up. One of them being Xevious Arrangement's Extra Mode, which includes three incredibly difficult stages for masters to test their mettle.

Both Xevious and Super Xevious are direct ports of the arcade originals. You've got your main weapon, you've got your bombs, and you try to build as high a score as possible while playing over a never-end-

ing vertically scrolling landscape. Xevious Arrangement, while similar in play mechanics, offers a bit more in the way of structure. Two players can play simultaneously now (as opposed to alternating in the original two games), and the game is broken up into 16 areas, with four bosses and more variety throughout the stages. The graphics are enhanced and there are two soundtracks to choose from.

And then there's Xevious 3D/G. The fact that Sony put all of the older Xevious titles on the disc is certainly admirable, but after playing 3D/G for a while, it becomes apparent that it was more of a necessity than anything else.

3D/G takes the classic Xevious game play and throws it into a fully polygonal 3D world. The execution is actually pretty decent - everything looks good and somehow holds true to the original's feel, although there are two new weapons and the ability to drop multiple bombs at a time.

The game seems to be running almost perfectly in high-resolution mode, and the music is good to boot. If you're a shooter, you'll love it.®



Polygon-enhanced graphics feature in the Xevious 3D/G, which takes the classic game to the next level while still retaining key elements of the original



Agent Armstrong

EXCLUSIVE DEMOS 4/2

AGENT ARMSTRONG

PLAYABLE Take on the underworld in this great platform shoot 'em up

RAGE RACER

PLAYABLE The second sequel to *Ridge Racer*. It's well worth the wait

SPEEDSTER

PLAYABLE This latest racing game, from Psygnosis, is a speedy little thing

LITTLE BIG ADVENTURE

PLAYABLE The cutesy 3D adventure which is largin' it small time

PAL

- Platform: PlayStation
- Distributor: Sony
- Style: Shoot 'em up

Agent Armstrong is a traditional platform-cum-shoot 'em up but with some cunning and stunning 3D elements. Indeed, it's only once you've hopped around the missions that you realise just how few of these types of games there are for PlayStation. You take on the role of Agent Armstrong. The game is set in the year 1935 and a criminal cartel, headed by Spats Falconetti, is gradually taking over the world. As young Armstrong, you must do bat-

tle through a host of missions (including the now ubiquitous underwater level), blasting the enemy to save the earth. Coders King of the Jungle have firmly placed the emphasis on playability and the action comes thick and fast. You get to tackle two missions in the Chicago docks area which is awash with enemy soldiers. You can cycle through different weapons - indeed, you'll need your grenades to smash past packing crates which block the way forward. Industrial, airfield and jungle areas also host different levels to keep you interested for hours of Agent Armstrong fun. So, go save the world. Ⓔ



Stunning 3D elements are just one of the game's attractions.



Variety of levels and Gangsters means hours of fun.



A DAZZLING SCI-FI ADVENTURE FOR ANYONE WHO LOVED STARGATE

From beyond the boundaries of our dimension, across space and time, they have come.

Their mission is to reclaim an object of unimaginable power...they will face an uncontrollable evil...and their success depends on an ordinary man, who unknowingly holds the key.

With special effects from the creators of *Batman Forever* and *Mortal Kombat*, and the producers who brought you *Ghost* and *Darkness*.



Available to rent at
all video outlets
11 September

Play...



Platform: PlayStation
Distributors: BMG
Style: Action Puzzler

Trash it



There are more than enough interesting elements to make this quirky action puzzler a winner. But the first thing you'll have to get over in order to enjoy it is all the housework! Most of the game play relies on smashing bits of junk, then vacuuming up the debris - not an idea that immediately springs to mind when trying to think of a great new game. But the unusualness of it all adds to the attraction.

most collect the Timmies is to exchange them in the mallet shop for new more powerful mallets. You'll need these for the later levels when the scenery gets harder to destroy - in fact by the final stages you'll be required to launch a rocket-powered mallet which flies out of the screen then back in to destroy an entire cityscape.

There are few hazards in the game, most of

You play the part of a workman - complete with hard hat and hammer, and your aim is to rescue Timmies which are cute little mallets. Each level is made up of a collection of blocks, old cookers, baths, broken tellies and so on - though occasionally there are also chains, saws, ten ton weights and special spring loaded cushions. All of these objects can be used to get to the less accessible parts of the levels which may contain veritable treasure troves of Timmies.

The reason you

the danger coming from falling debris. When this hits you, you're flattened and sent back to the start of the level.

No big deal. Not!

The whole crux of the Trash It challenge is that each level has a time limit and it's the time limit which generates the game's excitement.

While the early levels aren't too challenging, the game really picks up a few levels in when a lot more puzzling elements are introduced and your new hammer is capable of smashing things a lot quicker than your first one. The pace of the game is lifted and so is the challenge.

So, if you have an appetite for imaginative games and housework, then Trash It! @



Grab your mallet and your hard hat and get ready to race the clock to solve each level.



The Last Word



By David Fisher

680MB of data: a simple DVD stores 4.7GB of data. Slap an opaque layer of information over this and it blows out to 8.5GB. And a double-sided, double layer DVD? How about 17GB.

Like CDs, DVDs use a laser beam to read the microscopic pits that

represent the data. The difference is, DVD uses a shorter wavelength, thus increasing the disc's capacity.

The optical disc technology of DVD completely outperforms videotape. A DVD can be played hundreds of times without picture degradation and

you can go from scene to scene in a split second without rewinding! Because DVDs can deliver more than 500 lines of horizontal resolution, the picture detail is more than twice as good as a VCR. As far as movies go, there's thousands available, and a DVD player will connect to virtually any television. Recordable DVD for computer applications will first appear late in 1998. Consumer DVD video recorders may become available, but well into the future. The headaches ahead are for those whose job it is to censor, or monitor unsavory material. The censor's office had a recent wakeup call when showed just how impossible it would be to "view every possible image on a computer game CD". Now they've got the problem many times over. Information is becoming less regulated through sheer mass. If it's handled responsibly, then it won't swing the other way.

There's happiness and headaches ahead when "DVD" technology finds its stride.

DVD is spreading like religion in Japan and the United States. Some call it a Digital Video Disc; others call it a Digital Versatile Disc. What it can be called easily is the way of the future. DVDs are the hottest new technology for home theater, surround sound and personal computing. It looks like a Compact Disc but instead of just playing music, it delivers more than two hours of high-quality video. For those that "got religion" when laser discs came out, they can be forgiven for jumping in a bit quickly. While DVDs need a sexier name, they leave laser discs for dead. A single-sided, single-layer DVD can contain up to 133 minutes of video enough to handle 95% of all movies without the interruption of flipping the disc over or changing discs. CDs might have knocked vinyl off the shelves. The DVD has a good chance of doing the same to CDs, laserdisc, and even VHS tape. A typical CD holds

On a single DVD, according to manufacturer skite-sites, you could store:

- the phone directory of the entire United States (one CD-ROM holds only San Francisco A to L)
- all of "Star Wars"
- Both PG-13 and R-rated versions of one movie
- Translations of one movie in many languages

HADES RULES

Disney's HERCULES

STRIKES THEATRES SEPTEMBER 11

hintstips

Sega Saturn

Alien Trilogy

... passwords



● To get all Weapons: At the password screen enter **FISHINGFORGVNS**

● For infinite ammo: Enter **FILLMOPOCKITS**.

● To skip levels: Enter **FLYTO??** (??=level number)

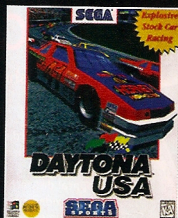
● To be invincible: Enter **finkyglbbOn**.



Daytona USA

Sega Saturn

... passwords



On US versions the speedometer will change to kilometres per hour, while on Japanese versions of the game, the speedometer will change to miles per hour.

● **Play as the Horse:** In the Options screen, set the difficulty to normal. In the Mode Select screen, choose Saturn. Place first in each of the three difficulties on each track. After winning the third track, scroll through the cars until you see the word "horse".

● **Rocket Start:** While at the starting grid of the Advanced or Expert courses, hold B (brake). Now press and hold C (accelerate). While accelerating, keeping your RPMs between 6500 and 7000. When the race starts let go of the brake but keep holding the accelerator. Get ready to fly by your opponents.

● **No Tires in Demo:** Begin a game and enter the pit. Before the new tires are on and while the old tires are off press A + B + C + START to reset the game. Now let the Demo run.

● **Car Select:** At the title screen hold DOWN + RIGHT + L + R + C + Y. With all these buttons held, press START.

● **Extra Time:** On the Beginner track, when driving towards the slot machine (it crosses over the track), press the X button to individually stop each wheel. If you get "777" perfectly centered, you will have extra time added to the clock.

● **Reverse Track:** Choose Saturn Mode, then go to the Select Your Track screen and hold START on the track of your choice. You will be able to race it in reverse.

● **Time Attack:** Choose Saturn Mode, then go to the Select Your Track screen and hold START on the car of your choice. You will now be able to race in a special mode with no opponents. Try to get the best time.

● **All Cars and First Set of Horses:**

At the title screen, hold UP + LEFT + A + B + X + Z, then press START. Select Saturn Mode and you can choose from all 10 cars and the first set of horses. To get the second set of horses, finish first in the beginner track on Endurance Mode.

● **Change Speedometer from MPH to KPH:** At the title screen, hold X + Y + Z on Controller Two, then press START on the Controller One.



Nintendo

Cruis'n USA

... passwords



● **Extra Cars:** To get the extra cars, you have to go to the car select screen. From there, hold down the following buttons: C-UP C-LEFT C-DOWN. Select your car just like normal, and then push start.

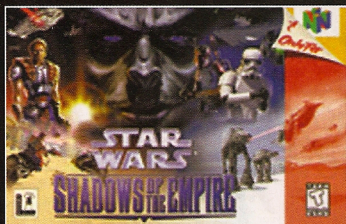
● **Extra Courses:** On the course select screen, hold the following buttons:
Golden Gate Park: C-LEFT C-DOWN L
Indiana:
C-DOWN
C-RIGHT L
San Francisco:
C-RIGHT
C-DOWN L



Nintendo

Shadows of the Empire

... passwords



● **View the Ending:** Enter 'Credits' as your player name. (" " being a space)

● **Stalking Wampas:** In Echo Base, let one Wampa kill the other. Go to the door and keep on opening it until the Wampa steps outside. The Wampa will then follow you. While the Wampa is behind you, it will kill any enemies behind you. But, be careful!

● **Destroy the Ship after Boba Fett:** In the level when you have to fight Boba Fett, you have to destroy the ship after you destroy Fett. Let the ship get real close to you and stand in between the laser fire. It won't hit you and it won't move. Fire away!



Killer Instinct

Nintendo Gold

... passwords



● **Gargos Code:** At the Character Profile Screen, press Z, A, R, Z, A, and B. When done correctly, you will hear a laugh. Select Arcade Mode.

● **Multicolored Players:** At the Character Profile Screen, press Z, B, A, Z, A, and L. When done correctly, you'll hear "Welcome."

● **Sky Level:** Go to the character select screen in two-player mode. Have both players select their player by holding DOWN + MK (or C-Down), just as if they were selecting a

stage/music. You can now play in the sky.

● **View Credits:** To view the credits without finishing the game, press Z, L, A, Z, A, and R.

● **Options Menu (Instantly):** Push Z, B, A, L, A, and Z.



Top score...

Game Boy

Okay, so your Nintendo 64 is the best thing that's ever happened to you but hey, you can't take it to school or work with you, right?

Well, here's the next best thing.

Game Boy. We've got a Game Boy system and these three titles - Tennis, Solar Striker and Alleyway - up for grabs. Just tell us the name of

NINTENDO⁶⁴



Nintendo's premier character and be in to win.

1. Mario. 2. Jonah. 3. Boris.
(don't forget competition rules and phone number box)



Star Wars

Star Wars Monopoly is here and our two game giveaway promises to be one of the most popular competitions ever run by Total Games. We have two limited edition games for you to win. Each game board is numbered and dated and features full colour images from all three movies. Add eight pewter movie character tokens and brass Imperial coins for higher level financial transac-



tions and you've got a great game. Instead of houses and hotels you claim your properties with X-wing fighters, Corellian freighters, Tie fighters and Star Destroyers. Truly collectable. To win just tell us the how many pewter tokens come with each game.

1. Ten. 2. Four. 3. Eight.



Total Games Competition HOTLINE 0900 600 77

To make it easier to enter our competitions, **Total Games** has set up a **COMPETITION HOTLINE**. All you have to do is ring **0900 600 77** and follow the simple instructions. The Hotline for this month closes on **15 September**. Calls cost 99 cents per minute. Children must ask their parents first. Service provided through Telephone Information Limited. Call 09 524 0050 if you have any difficulties with your call.

BEDLAM



You've read all about it, now win it! BMG have given us a copy of Bedlam to give away. The only way to describe this great game is to attach labels like "hard-core hellraiser" to it. It's a fine example of a top-down action game with some solid elements. If you liked Crusader and want something with action that's a little faster, then Bedlam is just what the doctor ordered. To win the Bedlam copy just answer this question. On what page does the Bedlam review appear?

1. Fourteen 2. Twenty four 3. Thirty four

Skechers



They're one of the coolest

brands of street shoes available

and Total Games is giving all you games fans a chance to add a pair to your collection.

Skechers, for him and her, are up for grabs and

all you have to do to win is

answer this simple question: What country do Skechers originate from? 1. USA 2. UK or 3. Australia.



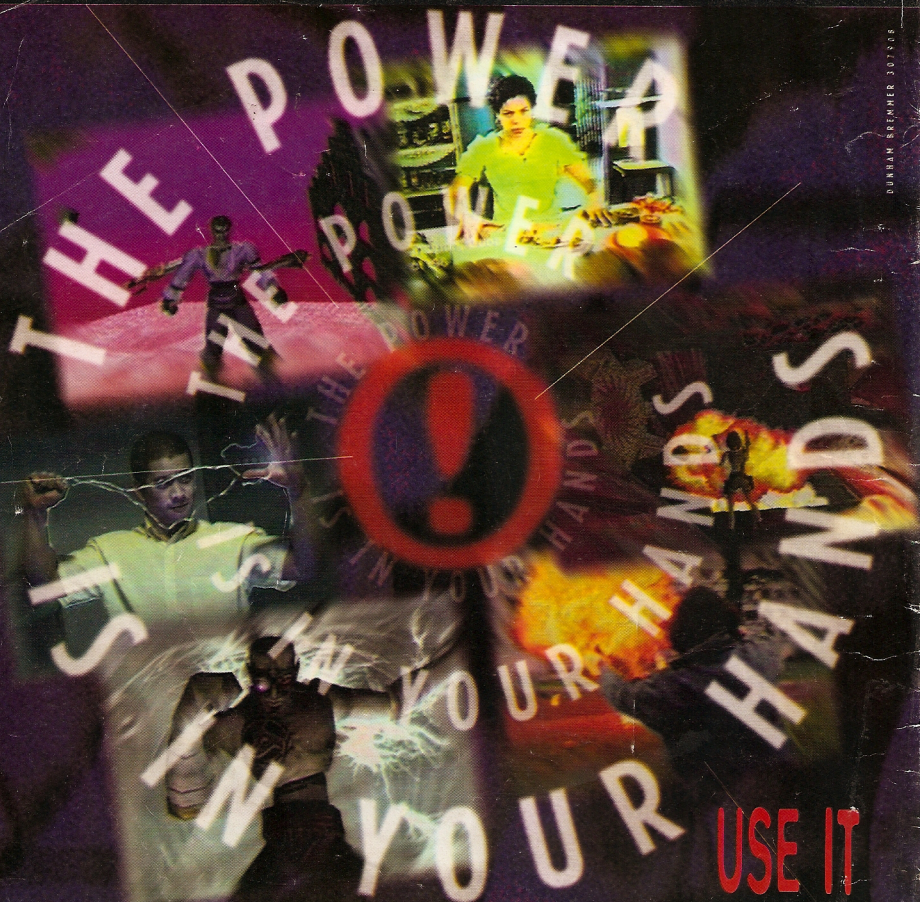
SKECHERS^{USA}

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DURHAM BOWMER 307528



THE POWER TO CHOOSE

Over 200 games to choose from,
with more being released every month.

THE POWER OF CD

The preferred format of games designers,
awesome sound & blinding graphics.



THE POWER TO TAKE PART

Still just \$299.95 to get into the
world's biggest gaming system.

PlayStation puts the power in your
hands - don't underestimate it.

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION